



SEDONA PARKS AND RECREATION ADULT SOFTBALL LEAGUE RULES, REGULATIONS AND INFORMATION 2016

All City League softball games will be played according to the 2016 ASA and City League rules. The following are rule points of emphasis and City Recreation additions.

SECTION I – PROGRAM INFORMATION

RULES AND REGULATION POLICY STATEMENT: The City of Sedona Parks and Recreation Department reserves the right to change any rules or regulations whenever due cause warrants a change. If a change is made, all team managers affected by the change will be notified. In addition, Parks and Recreation reserves the right to add any rule or regulation when this addition will benefit the program.

Team Coaches/Managers are responsible for informing their players of all city League rules and regulations

SECTION II – GENERAL LEAGUE RULES AND POLICIES

ALCOHOL IS PROHIBITED: No alcohol is to be consumed by any player who is participating in a game during their team's scheduled game time. Alcohol in dugouts is strictly prohibited. Should the League Supervisor, umpire, or any staff member determine that players are consuming alcohol in the park; a **\$50.00 fine** will be issued to the team. The team will not be allowed to play in their next scheduled game until the fine is paid. All games forfeited due to unpaid fines are not eligible for protest.

ASSAULTS TOWARD PARKS & RECREATION PERSONNEL: PHYSICAL/VERBAL:

Any player/coach/manager/fan verbally assaulting an official, scorekeeper, or any other Parks and Recreation personnel will be ejected and/or suspended a minimum of one game and may be banned from the recreation leagues for the remainder of the season (this includes all ASA tournaments.) Any physical abuse will result in banishment from the league; perhaps banishment from all other City sponsored programming for 1 year, and possible legal prosecution to the full extent of the law.

BALLS: Will be provided by the Recreation Department. All teams will be responsible for retrieving balls hit outside the playing field.

BASE DISTANCES: The bases in all Slow Pitch games will be 70 feet apart.

BATS: The only bats used must be City provided, ASA approved wood bats. Any other bats will not be allowed at any time during league play.

BAT THROWING: The intentional throwing of a bat is an automatic ejection from the game. The first unintentional throwing of a bat will result in a warning by the official, after which, ejections will occur.

BENCH AREA: The team at bat must stay on the bench with the exception of the batter, person on deck, batboy/girl, if over the age of 18, and two base coaches. Bat boys/girls under the age of 18 must stay behind the screen until all play has stopped.

BUNTING/CHOPPED HITS: No bunting or chopped hits are allowed in Slow Pitch. Penalty: Batter is out and no runners may advance.

CLEATS: Metal cleats/spikes are prohibited.

COURTESY RUNNERS: One courtesy runner may be used per inning. The runner must be the last out in that particular inning or a non-player who is a legal team member. Exception: If a courtesy runner was used for a particular individual and that individual comes to bat a second time in the same inning, he/she may use a courtesy runner again.

EJECTIONS: Players or coaches ejected from the game must leave the playing area immediately and, at the umpire's discretion, may be asked to leave the park. Any players ejected may be suspended from all league play for a period of time that will be determined by the **League Director**. Additional action may also be taken, including but not limited to probation, an extended suspension and/or total suspension. The **League Director** reserves the right to determine the action taken. Each incident will be reviewed and a decision will be made in a reasonable amount of time.

EXTENSION MATS: For all Slow Pitch league play, mats will be used to determine strike zones. Balls landing on any part of home plate or any portion of the mat, with legal pitching arc requirements (10 ft. max/ 6 ft. min.) will be ruled strikes. Tagging an extension mat does not count as touching home base. Runners must touch home base to receive the run.

FAKE TAGS: A fake tag is defined as a form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner who is advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is administered would constitute obstruction. When a fake tag occurs, the runner and each other runner affected by the obstruction will be awarded the base or bases he/she would have reached, in the umpire's judgment, had there been no obstruction.

FIGHTING: Players who engage in fighting will be automatically ejected from the game and player suspensions will follow.

FINAL STANDINGS: League standings at the end of the season do not determine the league champions. League standings determine the seeding in the "End of Season Single Elimination Tournaments" for each softball league. Winning teams will receive a trophy and 14 champion t-shirts.

Brackets for tournaments will be provided to the captains as soon as standings are available for seeding.

FORFEITS: Game time is forfeit time (except for the first game of the night which will be allowed a 5 minute grace period.) A team must have a minimum of eight players to begin and continue the game. (Players must be on the field of play at game time.) Forfeits are strongly discouraged and a team that forfeits more than one game may be dropped from the league with no refund. **YOU MAY NOT PICK UP PLAYERS FROM OTHER TEAMS.**

HOME RUN LIMITS: Home runs one-for-one rule (a team may only be ahead by one home run). Extra home runs will be charged as an out.

HOME TEAM: The team designated, as the home team, will occupy the third base dugout.

LEAGUES: A league must consist of at least four teams from the beginning to the end of the season. If the league drops below four teams and the teams cannot be moved, the entry fee will be pro-rated back to the remaining teams being dropped, however the team that caused the league to go below four will receive NO REFUND.

LINE-UP CARDS: Ten minutes before game time, team representatives must provide the scorekeeper with a line-up. The line-up must include player's first and last names and names must match the roster. Line-ups must abide by the official roster on file in

the Recreation Department Office. Once a line-up is submitted to the scorekeeper, any player showing up late will go to the bottom of the line-up unless he/she is substituting for another player.

MITTS: A first baseman's mitt is allowed at any position on the field, provided it meets current ASA standards.

ONE AND ONE COUNT: All Slow-Pitch games will be using the one and one count. This means that every batter begins their turn at bat with the count being one ball and one strike. In all leagues, batters will have one foul ball to waste after having received two strikes.

PITCHING DISTANCE: The pitching distance for all Slow-Pitch games will be 50 ft.

PLAYERS (NUMBER OF): Slow Pitch softball games must have a minimum of eight players in order to begin and continue the game. A player may be added to the bottom of the batting order at any time during the game with no penalty. There will be a 5-minute grace period for the **first game only** of the evening in place, in order for teams to field a minimum of 8 players. After the grace period exceeds, a forfeit will be recorded, officials will vacate the field of play, and teams may utilize their time slot for practicing if they so desire.

There will also be **no** penalty for teams who begin the game with ten (or nine) players and lose a player for any reason other than an ejection. If a player leaves the game for any reason other than an ejection, and there is no legal substitute to take his/her place, that player's spot in the batting order will be eliminated with no penalty. Once a player leaves the game for any reason other than an ejection, that player may **not** return to the game. However, if a team begins the game with ten (or nine) players and a player is **EJECTED** and there is no legal substitute to replace the ejected player, the team will receive an out each time the ejected player is due to bat. This penalty will last for the duration of the game.

PROFANITY: Profanity by players and spectators will not be tolerated. Umpires will give one verbal warning and then they are allowed to expel the player from the game. Players/spectators may be asked to leave the park as well if profanity continues.

PROTEST REGULATIONS: Only protest of ineligible player/players and rule interpretations will be accepted and considered valid protests. Protests involving the judgment of an official will not be given consideration. The coach/manager of the

protesting team will be the only one allowed to protest. Captains and umpires must attempt to solve the protest on the spot. If a correct ruling cannot be made, the Captain must note the time, score, players in the game, and the situation on the back of the official score sheet. The umpires will call time during this period. The game will then continue.

Protests must be turned into the Parks and Recreation Office between 9:00 am and 4:00 pm the next working day after the incident, with a **\$25.00 fee** attached. The office is located at 102 Roadrunner Dr. in the City Hall Complex. Only the teams that have their protest upheld will be refunded their \$25.00 fee. The League Director will review all protests.

RAINY DAY PROCEDURES: The Recreation Division will not cancel softball games UNLESS it has been reported by Parks Maintenance personnel that a field(s) is unplayable. Captains will be notified by 5:00 p.m. on game day if there is to be a cancellation. There will be a limit of one make-up game per season, due to rainy weather.

ROSTERS/PLAYER PARTICIPATION: Rosters/Hold Harmless Agreement, must be completed, signed and turned in at the playing field, following each teams' first regular season game. Any player who has not signed a Roster/Hold Harmless Agreement will not be allowed to play. **No Open Rosters!** Players must be added to the roster before the start of the **3rd day** of game play.

- Rosters are limited to a maximum of 20 players.
- Players must be 16 years or older.
- Players may not play for two different teams in one evening, and may only change teams once per season. Players may not switch teams if they have already played 2 games with their original team.
- Players are **ineligible** to play on a city team if they are current players on a University, Junior College or High School Team.
- Players who have not signed the roster are **ineligible** to play, and the game they played will be forfeited.

RUN RULE: RUN RULE: In each inning a team will be allowed to earn 5 runs or 3 outs, whichever comes first. This does not apply for the last inning of a game. A 10-run rule after 5 innings for all Slow-Pitch games will be observed. Once the game has been called on a run rule, officials will vacate the field of play and teams may utilize their remaining time for practice if they so desire. This run rule **will not apply** during any of the tournament games.

SCOREKEEPING: The scorekeeper is assigned to keep the official time and the official score. If there is no scorekeeper, the home team will keep the official score.

SLIDING: Sliding is allowed at any base. However, sliding is not mandatory. A base runner must either slide or make an attempt to avoid a collision with the fielder when; (1) The fielder has possession of the ball and is attempting to place a tag on said base runner; (2) the fielder obstructs a base runner without possession of the ball. Neither fielder nor base runner will be allowed to use force in performing their duties of tagging or base running. *Penalty: Runner or fielder will be ejected from the game if judged flagrant. Note – When baserunners collide “standing up” with fielders in the base paths or blocking a base (with or without the ball), said runner will be called out and quite often ejected. Fielders standing in the base paths or blocking any base without the ball is therefore obstructing the baserunner, and umpires will protect the baserunner to the base or bases the umpire judges they would have reached, had there not been obstruction.*

SLOW PITCH BASE STEALING: There will be no base stealing permitted in Slow Pitch City Leagues

SMOKING: Smoking is not allowed on the playing field, dugouts or anywhere in the playing area.

TIME LIMITS: No new inning will begin after 55 minutes from the first pitch. There is no time limit in effect for any of the tournament games. The clock on a game begins with the first pitch, not necessarily on the scheduled time indicated.

UMPIRES: Judgment calls by the umpire are final and should not be disputed. Umpires have complete authority to order a team or player(s) to cease arguments or to penalize any violation or flagrant acts committed by a team or its players. Failure to comply with an official's request will result in player/manager ejections.

WARM-UPS: There will be NO infield practice before the start of or between games. Do not hit or throw balls against the fences at any time. Warm-ups are not allowed in areas near spectator seating. Only one warm-up pitch will be allowed between innings during all Slow Pitch games. Replacement pitchers are allowed five warm-up pitches.

SECTION III – FEES AND REFUNDS

Cost per team: \$275.00, Player fee: \$15.00 for all Leagues. Team fee is due by team registration deadline. Player fee is due by start of team's first scheduled game.

There will be no team or player fees refunded after registration.

No money will be refunded for any player or team expelled from the league.

SECTION IV – CAPTAINS RESPONSIBILITIES

It is each team captain's responsibility to communicate these rules and policies to all players on his/her team and to ensure that players understand and abide by them. Captains are requested to attend the pre-season meeting with the coordinator and staff. At that time, each team captain will receive a current ASA Softball Rule/Regulation book and decisions will be agreed upon regarding any and all additions or changes to the rules that the City League players will play.

These decisions will be made yearly and will be voted on by the captains. In the event that a captain is unable to attend this meeting, they will receive their revised regulations and rulebook via mail within three days of the captains' meeting.

All decisions agreed upon at the pre-season meeting will be final for the remainder of the season. Changes requested by captains not attending the pre-season meeting will be addressed for the following season.

SECTION V – HEALTH AND SAFETY

Blood born pathogens –A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in a game until appropriate treatment can be administered. All bleeding must be stopped completely in order for the individual to resume play. If a player's uniform is blood-soaked, it must be changed.

Vomit – In the event that anyone in the area notices that vomit or blood is not contained or cleaned up, the staff must be notified immediately.

Garbage – Please pick up your own garbage. We have provided cans for you in the dugouts. Captains are responsible for seeing that your teams dug out is clean when your game is over. A **\$10.00 fine** will be given to any team that does not monitor their own garbage. The team will not be allowed to play their next scheduled game until the fine is paid.
